

# The Handy Dandy Survival Guide



YOUR KEY TO THE WASTELAND AT  
**FA UNITED 2011**

## Welcome to Vault 73, home to FA United 4

Whether you're a long time resident of the Vault or are a newcomer from the Wasteland, we extend a warm welcome! We hope you enjoy your stay at the Vault, and take part in our many festivities of FA United.

Prior to the Apocalypse which ravaged the greater Northern hemisphere during 2012, New Jersey and the surrounding communities contained one of the larger, more active pockets of Furry populations on the East Coast. Furs gathered in small pockets along the tri-state areas, ranging from regular meets in the former city of New Brunswick to massive gatherings in the Pitt or more humbler monthly communals in Wilmington. When the zero hour came upon us, Vault 73 opened its doors to refugees from across the East.

Vault 73 is strategically located in the foothills of Philadelphia on the New Jersey border, just across the Delaware river. (*Editor's Note: DO NOT swim in the river unless you feel the need to glow at night and/or spit blood from your eyes. Seriously. Don't.*) The area is home to many fine restaurants (try the rat!), trading caravans, informative infopanels and other assortments of games and activities. Just set your VaultBoy personal wrist-mounted computer to \\ferrox.vv\19.2\fau\_vault\_info.drg to get the latest information!

This year, Vault 73 is proud to bring two talented members of the community as our guests of honor: **Lynn "Lady Foxglove" Hogan**, artist for Popcap Games and author of the comic series Prydwen; and **John "Kuddlepup" Cole**, Funday Pawpet Show puppeteer, Anthrocon's director of programming and masquerade co-host, calligrapher, fursuiter and all around entertainer. We're excited to host them as the Vault's rising stars, as each brings an incredible amount of talent and personality to the convention.

FA United and Vault 73 continue to celebrate the massive diversity of our furry culture and bring together the powerful community that the fandom has established over the many years since the apocalypse. Us survivors have to stick together! So once again, welcome to the Vault.

The world's over. All that's left to do is kick back, relax and let the fur fly!



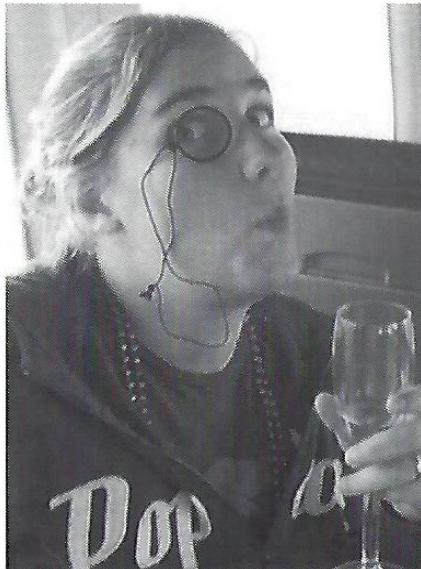
**Fender**

**Vault 73 Overseer**

## *Lynn "Lady Foxglove" Hogan*

Lynn "Lady Foxglove" Hogan is a fantasy illustrator who lives out of Seattle, Washington with her husband and two corgis. An artist from the start, Lynn has been drawing all her life. She currently works as an artist and as a graphic designer at Popcap Games (home to some of the most addictive games on the planet, such as Bejeweled, Zuma Blitz and Plants vs Zombies!) and works on the online webcomic Prydwen in her spare time.

Her inspirations come from artists like John Howe, Yoshitaka Amano and films like the Secret of NIMH. Her previous work has included illustration work for the Bella Sara collectible card game, produced designs for the Call of Duty series, M&Ms, Harley Davidson, Disney Interactive and many more.



## *John "Kuddlepup" Cole*

John "Kuddlepup" Cole is a longtime fursuiter, puppeteer, and fandom stage performer. He is a cast member on the Funday Pawpet Show, the co-chairman of Megaplex, Programming Director of Anthrocon, and the fandom track lead of Midwest FurFest.

He is the director and co-host of the Anthrocon Masquerade as well as the creator and emcee of Anthropoly and Fursuit Deal or No Deal. As a fursuiter, he is best known for the characters Kuddlepup and Ghali.



## *The NJSPCA Our Charity*

**R**eturning for their third year in a row, FA United is proud to host the New Jersey Society for the Prevention of Cruelty to Animals (NJSPCA) as our charity!

The NJSPCA is a non-profit organization (they receive no local, state, or federal funds) dedicated to rescuing animals and friendly critters put in danger by their owners or abusive individuals. They rely entirely on donations and the support from the general public to carry on their efforts.

Money raised at FA United by our sponsors and charity auction will go towards helping abused animals find happy, healthy homes. Not only that, but it will also help assist the volunteer police officers who make up the NJSPCA, and purchase the equipment they need to continue fighting for our four-legged friends.

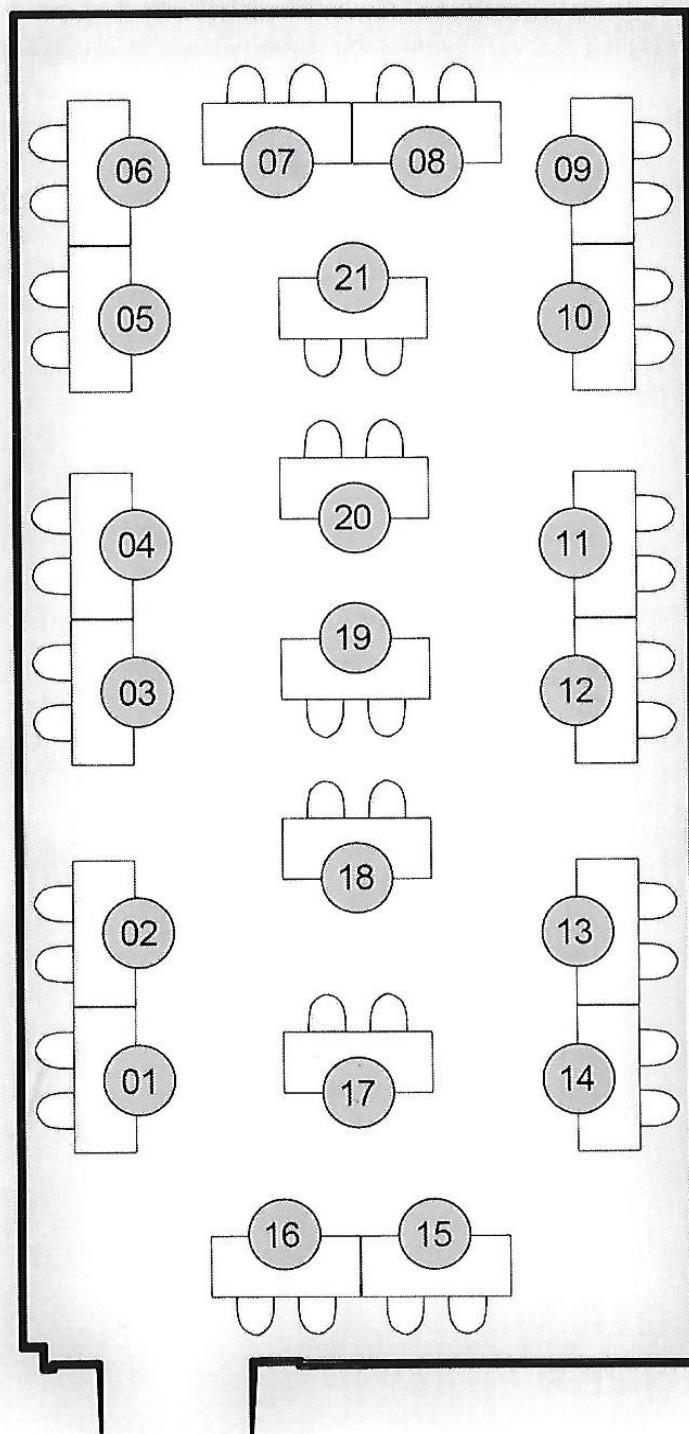
The men and women of the NSJCA put their lives on the line to save abused animals, and we can think of nothing more worthy of our respect.

You can learn more about the NJSPCA and what they do at their website, [www.njspca.org](http://www.njspca.org).

Since the apocalypse, the NJSPCA has expanded what remains of its services to give voice and protect the less...conventional animals that now stalk the wastelands. Hardly will one be able to spontaneously strike down a multi-headed bovine, overgrown insect, or even the wrinkle-skinned rodents without answering to these authorities of wildlife.



## *The Dealer's Den*



**T**he Dealer's Den is the Wasteland's premier marketplace. Merchants from around the wastes travel to the convention to sell their wares — arts, crafts and other various merchandise which can be had for a fair cap trade.

The Den is open from 10:00a - 5:30p Friday and Saturday, and with slightly more limited hours on Sunday from 10:00a - 4:00p.

<b>1</b> — Lady Foxglove	<b>12</b> — Seppel Creations - Furoticon
<b>2</b> — Matthew Ebel	<b>13</b> — Gothic Kemono & Foxfairy's Fursuits
<b>3</b> — OMG Pineapples	<b>14</b> — Rabbit Valley Comics
<b>4</b> — Voodoowolf Arts	<b>15</b> — Rukis
<b>5</b> — Laura Garabedian	<b>16</b> — Kitt Mouri
<b>6</b> — Blade's Phoenix 3 Workshop	<b>17</b> — Lis Boriss
<b>7</b> — M & T Comics and Cards	<b>18</b> — Gideon's Corral
<b>8</b> — M & T Comics and Cards	<b>19</b> — D. Walker Art
<b>9</b> — Ashwolves5 and Joducus' Table	<b>20</b> — Max'n'DC's Fluff'n'Stuff
<b>10</b> — Marc Leonhardt & Silver Sky Studio	<b>21</b> — She-Jackal Arts
<b>11</b> — Doomfoundry & Sigil	



## *The Artist's Alley*

**A**rtist's Alley is a companion to the Dealer's Den - it's a lil' place for the Wastes' crafters and artists to gather, show off their work, sell prints or trade or sell commissions for sketchbooks or other handcrafted arts. Different than the Dealer's Den, Artist's Alley is primarily meant for artists who create on-the-go, and is not for people selling pre-made or commercial wares.

Also, please keep in mind there is no power for the Alley. While we tried to bring in a portable diesel generator we discovered the fumes were often lethal. Our condolences to any artists who may have lost loved ones.

## *The Zoo*

**T**he local dive where members of Vault 73 come together to share stories, boast or just generally hang around. It's located in the unimaginatively named "Mt. Laurel Room". The Zoo is just a place to kick back, relax and talk amongst friends.



## *Routine Scanning*

**W**hile we at Vault 73 promise to make every attempt to provide a safe environment in which to socialize, in the event of emergency you may have your brain scanned and permanently backed up. In certain circumstances, the staff at Vault 73 may perform such a backup with or without your permission.

It's for your own good. You'll thank us one day. You're not a scientist. You're not a doctor. You'll just have to trust us. It's for your own good.



## *Panels and Events*

### *Friday*

#### ***Fursuit Follies***

**Friday, 10a - 5p (Ballroom A)** – General fursuit antics and activities!

#### ***“Your First Furry Convention?” by Kuddlepup (GOH)***

**Friday, 11a – 12n (Ballroom B)** – Is it your first time to a furry convention? Are you unsure of what to do or how things work? Well, this is an opportunity for you to get some of the basics down. In this panel, you'll be provided with a number of helpful tips and information that will assist you in having a fun convention.

#### ***“Internet Survival Guide” by Silver Automatic***

**Friday, 12n – 12:45p (Terrace Room C)** – Are you unsure how to get in contact with your favorite artist? Maybe you aren't sure about the best way to deal with that internet troll? What the best way to avoid and stay out of drama? If you've got questions about surviving the internet, this panel has your answers.

#### ***Game Tournament: Soul Caliber Tournament***

**Friday, 12n – 3p (Terrace Room A – Game Room)**

#### ***“Furrysutra” by Marc Leonhardt***

**Friday, 1p – 2p (Terrace Room B)** – Figure and life drawing with Fursuit models.

#### ***“The NJSPCA” by the NJSPCA, our charity***

**Friday, 2p – 3p (Ballroom B)** – Informational and Educational Panel about who they are, what they do, and what attendees can do to help out. As well as some current investigations including one from Facebook and effects "netizens" around the world!

#### ***“How to Run a Furmeet” by Kitt3ns***

**Friday, 3p – 4p (Terrace Room C)** – Hosted by our Kitt3ns of the Delaware Furbowl. Learn how to effectively organize and run furmeets.

#### ***“Super Secret Keys to Success” by Lady Foxglove (GOH)***

**Friday, 3p – 4p (Ballroom B)** – Learn the secret keys to success that everyone should know!

## *Panels and Events (cont.)*

### ***“So You Want To Be a Furry Artist?” by Sigil***

**Friday, 4p – 5p (Terrace Room B)** – A primer on getting started as an artist in the furry fandom.

### **Game Tournament: Marvel Vs Capcom Tournament**

**Friday, 4p – 7p (Terrace Room A – Game Room)**

### ***“Customers, How Do They Work?” by Sigil***

**Friday, 5p – 6p (Terrace Room B)** – Continuation of being a furry artist. Learn about the perils of problem customers, how to get repeat business and professionalism.

### ***“Painting with Copic” by Voodoowolf***

**Friday, 6p – 7p (Terrace Room C)** – An introduction to Copic Brand Markers, Pens, and Accessories. Open Panel/Discussion on the theories, practice, and techniques of using Copic Markers for illustrated artwork.

### **Opening Ceremonies**

**Friday, 7p – 8p (Ballroom A/B)** – The opening ceremonies, the official start of FA United 4! Look out for mutants!

### **Matthew Ebel Live**

**Friday, 8p – 9:30p (Ballroom B)** – The talented Matthew Ebel will be performing live, playing original music written and performed by Matt himself.

### ***“Voice Acting” by Buck Hopper***

**Friday, 8p – 10p (Terrace Room C)** – Back by popular demand! Join Buck Hopper for an introduction to voice acting, including hands on experience with recording equipment.

### ***“Furoticon: How to/Tournament” by Furoticon***

**Friday, 9p – 12m (Terrace Room B)** – Furoticon (Furo, for short) is an adult-rated furry trading card game. Come and learn how to play. This panel will also include a tournament.

### ***“Whenever!” by DJ Firr***

**Friday, 9:30p – 2a (Ballroom A/B)** – Live dance with music spun by DJ Firr

### ***“Apocalyptic Figure Drawing: Intro” by Shy Matsi***

**Friday, 10p – 12m (Terrace Room C)** – This panel will be a non-adult figure drawing panel where we'll take time to do a number of 30 second to 2 minute sketches of models posing. (Fursuit or human models are welcome!) After each pose, we will then take 4 minutes to turn the drawings into Apocalyptic pieces of art to match the convention's theme.

## *Panels and Events (cont.)*

### *Saturday*

#### ***Fursuit Follies***

**Saturday, 10a - 5p (Ballroom A)** – General fursuit antics and activities!

#### ***"Kemono: Furries in Japan"* by Imuhata**

**Saturday, 11a – 12n (Terrace Room C)** – In this panel, we'll introduce and share Eastern furry culture, kemono. Kemono is a unique culture from Japan which shares a base idea of anthropomorphism and many common similarities with furry. Though it plays a large role in the Japanese fan-art community, it unfortunately remains mostly unknown in America. The purpose of this panel is to share our knowledge of Japanese kemono community.

We'll touch on what Kemono is, how it was invented, and what makes it different from furry. If you come see this session, you'll also become more familiar with Kemono in Japanese culture including its history and in anime or manga. Finally, we'll introduce some of major kemono–pioneer artists.

#### ***"Making a stage act!"* by Kuddleup (GOH)**

**Saturday, 11a - noon (Ballroom A)** – Do you feel that you have what it takes to make a great stage act for a variety show? This is an opportunity to get some pointers from one of the folks who help run the Anthrocon Masquerade, and has been performing in stage shows for over 10 years. Join K.P. as he shares some insight in what makes a great variety show act, and what can cause you problems.

#### ***Game Tournament: Street Fighter***

**Saturday, 11a – 2p (Terrace Room A)**

#### ***"Juggling: How To"* by IronGut**

**Saturday, 11:30a – 1p (Terrace Room B)** – Learn how to juggle! If you already know the basics feel free to come by and learn some new tricks.

#### ***Super Sponsor Luncheon***

**Saturday, 12n – 1p (Ballroom B)** – Super sponsor lunch with the FAU staff and Guests of Honor

#### ***"Drawing Better Hands and Feet"* by Drakenhart**

**Saturday, 1p – 2p (Terrace Room B)** – From realistic to cartoon, human to animal, get tips and trick to improve some of the hardest parts of the body to master.

## *Panels and Events (cont.)*

### ***“Titanium Tea + Food for the Apocalypse” by Watcher and Razor***

**Saturday, 1p – 3p (Con Suite)** – It is a time to come together and enjoy one another's company over tea. A variety of teas (and tisanes) will be provided, but feel free to bring your favorite to share with others.

In addition, learn survival skills and how to eat during and survive the Apocalypse (and Cons) all on a tight budget (w/ simple equipment and ingredients and no sacrifice in the flavor department). Learn techniques, equipment and ingredient selection, Q&A, live demonstrations and of course tasting!

### ***“Fur Affinity’s Happy Lil’ Discussion and Preview” by Dragoneer***

**Saturday, 2p – 3p (Ballroom B)** – Dragoneer will be hosting a live panel discussing Fur Affinity, its history and its future.

### ***Fursuit Parade***

**Saturday, 3p (Ballroom A)** – Fursuit parade led by Clementine and Cooper Tom!

### ***“Live From the Hop Inn” by Rabbit Valley***

**Saturday, 4p – 5p (Terrace Room B)** – Join the Bunny and Fox, live and direct from New Vegas, for the only completely independent and dependable podcast you can get! Broadcasting from their own private warren vault (which is heavily armed, by the way), get the insider scoop direct from Rabbit Valley. And there may even be special guests, if they like it or not!

### ***“Puppeting” by Kuddleup (GOH)***

**Saturday, 4p – 5p (Ballroom B)** – Making the most of your character GOH KP. Being a puppeteer is more than just putting a puppet on your hand. There are many things that go into making a puppet's character fun and believable. K.P. from the Funday Pawpet Show will go over some of the basics of puppeteering, but will also go over some of the things that will help you to bring your puppet to life so that it will have an individual character.

### ***“Stylus is You, b!#@h!” by Marc Leonhardt***

**Saturday, 5p – 6p (Terrace Room C)** – A demonstration on various techniques using Wacom digital art tablets.

### ***“Web Comics” by Skulldog and Lady Foxglove (GOH)***

**Saturday, 6p – 7p (Terrace Room C)** – Join Skulldog and Lady Foxglove in an informative panel about making and publishing a web comic.

## *Panels and Events (cont.)*

### **Auction Preview and Sponsor Mixer**

**Saturday, 7p – 8p (Ballroom A/B)** – A preview of items appearing in the charity auction. Come and mingle with our Guests of Honor, and maybe have a drink or two on the house (for sponsors and up!).

### **Charity Auction**

**Saturday, 9p – 10p (Ballroom A/B)** – Bid on donated items and help raise money for the NJSPCA, our charity! Auction features guest auctioneer, Matt Ebel.

**“Apocalyptic Figure Drawing: Advanced”** hosted by Shy Matsu

**Saturday, 9p – 11p (Terrace Room B)** – This panel will be a non-adult figure drawing panel where we'll take time to do a number of 30 second to 2 minute sketches of models posing. (Fursuit or human models are welcome!) After each pose, we will then take 4 minutes to turn the drawings into Apocalyptic pieces of art to match the convention's theme.

### **Game Tournament: Super Smash Bros Melee**

**Saturday, 9p – 12m (Terrace Room A)**

**“Hyper Anatomy 101/Why We Like Hyper”** hosted by Gideon

**Saturday, 10p – 11p (Terrace Room C)** – Discussion on the psychology behind hyper, why we like it, how we got into it, and making it come to life in art and such.

### **DJ Protocollie**

**Saturday, 10:30p – 11:30p (Ballroom A/B)** – Live dance with music provided by DJ Protocollie

### **DJ Vang**

**Saturday, 11:30p – 2a (Ballroom A/B)** – Live dance with music provided by DJ Vang

## *Sunday*

### **Fursuit Follies**

**Sunday, 10a – 4p (Ballroom A)** – General fursuit antics and activities!

### **“Massage: How To” by Four Paws Massage**

**Sunday, 11a – 12n (Terrace Room B)** – Learn about the goals of massage therapy and pick up simple tips and techniques to help provide a great massage with little effort.

## *Panels and Events (cont.)*

### **"Memories of the Funday Pawpet Show" by Kuddlepup (GOH)**

**Sunday, 12n – 1p (Ballroom B)** – The Funday Pawpet Show has been entertaining the fandom since 1999. There have been many memorable moments on camera, but how would you like to hear some of the behind the scenes stories? Join K.P. for a fun retrospective where you'll hear some of the tales never told on camera. If you have a question, this is a great time to find to find out the answer.

### ***Fursuit Games***

#### **Sunday, 1p – 2p (Ballroom A)**

### **"SFX/Makeup" hosted by Max Carotski**

**Sunday, 1p – 3p (Terrace Room B)** – A panel about the application of special effects makeup. Consisting of prepping, gluing down and coloring/detailing of a foam latex prosthetic to a willing volunteer. Learn step-by-step how to do a quick yet effective blending. Get a list of supply houses and makeup effects vendors so that the audience can readily pursue their own makeup adventures after the panel.

### **Game Tournament: TBA/Player's Choice Tournament**

#### **Sunday, 1p – 4p**

### **"How to Write/Record Music" by the band "Look Left"**

**Sunday, 2p – 3p (Terrace Room C)** – Find out about songwriting and home studio recording techniques. We'll go over chord progressions, melody writing, lyrics and poetry along with just general being a band/performing musician stuff.

### **Closing Ceremonies**

**Sunday, 6p – 7p (Ballroom A/B)** – What the title says! The con is over. If you've survived this far...

### **Dead Dog/DJ**

**Sunday, 9p – 2a (Ballroom A/B)** – The Dead Dog kicks off the end of the con!

## *Ballroom C Dealers' Den*

### ***Friday***

**8a – 10a** – Sign in and Setup  
**10a – 5:30p** – Open for Sales  
**5:30p – 6:30p** – Break-down

### ***Saturday***

**9a - 10a** – Set up  
**10a - 5:30p** – Open for sales  
**5:30p - 6:30p** – Break-down

### ***Sunday***

**9a - 10a** – Setup  
**10a - 4p** – Open for sales

## *Panels and Events (cont.)*

### *Room 405 Registration*

Registration will be open from 9a-5p Friday and Saturday, and from 9a-2p on Sunday.

### *Panel Room 410 Tabletop Gaming*

Open for tabletop gaming of all kinds! Room will be open from 10a to Midnight from Friday to Saturday and from 10a - 6p on Sunday.

### *Panel Room 410 Four Paws Massage*

By appointment. Furs can call or send a text (860) 514-2947 to schedule an appointment with our professional massage therapist, 10a-p, Friday through Sunday.

### *Con Suite Friday*

**5p – 2a** – Open for business with snacks and drinks.

### *Saturday*

**9a – 2a** – Open for business with snacks and drinks.

### *Sunday*

**9a – 4p** – Open for business with snacks and drinks.

**4p – 7p** – Closed

**7p – 2a** – Open 'til close of con!



## *The Dangers of New Jersey*

**N**ew Jersey, like other territories in the wastes, is not without inherit danger. There are a few general rules to abide when travelling in Jersey: Don't go out alone. Stay in groups. If it's glowing... RUN!

**The Snooki** — A ravenous monster of mythical stature, the Snooki is a voracious predator which is found mostly at night. We don't know much about the Snooki. Vault scouts report that it appears mostly humanoid, stands upright with skin of a sickly orange hue and is most notably identified by a large black mane. The bodies of young men after often found huddled in shambled piles, drained of life. Vault scientists note that an alarming number of the Snooki's victims appear to have suffered extreme pelvic fractures and spinal injuries shortly before death.

**Guhweedos** — Guhweedos are mutated homunculi, once residents of the Jersey coast prior to the war, now turned flesh-starved cannibals. They lurk along the shore, abducting wanderers, fisherman and whatever else they can get their hands on. Their victims are rarely seen from again. Guhweedos are strong, agile creatures, usually man, with a sickly orange tint to their otherwise oily hide.

**The Mummers** — Not much is known about the Mummers. Based out of the ruins of Philadelphia, the Mummers are a strange, eclectic group of raiders. Vault scouts report the Mummers are known for dressing up in elaborate costumes. They lure in targets with song and dance, claiming to be traveling entertainers and musicians. Once their prey is lured in with a false sense of security they open fire. Survivors are rumored to be taken back into the burned out ashes of Phila where it's oft thought the Mummers conduct cruel medical experiments on those unfortunate enough to survive their initial assaults.

In short: they're insane (this is assuming they were ever sane to begin with).

**The Amish** — Not much is known about this cult hailing from from mid-dletown Pennsylvania. They dress plainly and drably, and don't appear to have been affected by the war. That said, these simple minded folk are known for ruthless assaults launched on horseback, and tend to target users of technology (from energy weapons to simple GPS trackers to basic flashlights).

**Leafers** — Every Fall, Leafers tend to migrate from the Southern Waste-lands of the United States and move North to colder climates. According to pre-war lore, this has been happening for hundreds of years - nobody quite knows why. Basically: they're cannibals. You're food to them, nothing more,

## ***The Dangers of New Jersey (cont.)***

and they're *always* hungry. We've yet to find a way to successfully identify a Leafer as they're adept at blending into society, but they appear to be obsessed with changing colors. Be wary.

***The New Jersey Devils*** — A gang of ruffians with pockets cells in every town. They tend to dress up in red and white war paints and rag-tag uniforms. They're territorial, and will attack intruders who wander onto their turf using a variety of crude polearms.

***Traffic Circles*** — A long-term trap laid to instill confusion and frustration upon invaders, these devious devices provide the masterful illusion of progressing along a path, without any such gain. Difficult to avoid, since often the paths to significant landmarks funnel through several of these as a defensive measure.

***Jersey Barriers*** — Devices that are highly common in the Wastelands. Their sole purpose is to create absolute confusion and aggravation of visitors in order to prevent the rare and divine act of "The Left Turn". They pose little threat to pedestrians, but have been deployed in such abundance that vehicular transportation is often rendered useless by them.

***Pork Roll*** — A highly addictive substance only found in the Jersey Wastelands. The pork roll is considered to be a highly rare delicacy, coveted by locals and travelers alike. However, while the pork roll is known for its robust flavor, not without danger. Pork rolls are leftover foodstuffs from before the war, preserved throughout the years, and unfortunately are known to contain high levels of concentrated radiation.

Side effects of eating pork roll include, but are not limited to, allergic reactions (rash; hives; itching; difficulty breathing; tightness in the chest; swelling of the mouth, face, lips, or tongue); chest pain; fainting; fast or irregular heartbeat; memory loss; numbness of an arm or leg; one-sided weakness; painful or prolonged erection; ringing in the ears; seizure; severe or persistent dizziness; severe or persistent vision changes; sudden decrease or loss of hearing; sudden decrease or loss of vision in one or both eyes.

If you or someone you know has developed an addiction to pork immediately contact your Vault MedSci team.

***Bennies*** — Megalomaniacal Survivors from another Vault up North. Every so often they march down and attempt to annex Jersey Wasteland territory. Shoot on sight. It's easier than trying to talk to them.

## *Contact* *story by Alfor Aalto*

**“O**pen the doors!” The loud cry startled Terry into wakefulness. He’d been nodding off at the controller’s post for almost three hours, waiting for the scavenging party to return.

“Calm down, I got it!” He pressed a series of buttons and the large gear-shaped door slid open enough for the scavenger truck to pass through. Terry unclipped the radio from his belt and held the down the ‘talk’ button. “Have they found anything?”

After a few moments of static, the reply came: “See for yourself.” Tina wasn’t known for her sense of humor. Whatever it was that the scavengers found, she didn’t want to discuss it over the radio.

“I’ll be right down.” Terry put away his radio and climbed the ladder down from the controller’s booth. He could hear excited chatter on the other side of the truck, though his view of whatever was causing all the excitement was obscured.

Terry padded around the truck and came muzzle to muzzle with John, the fox in charge of the scavenging expedition. “Heya, Johnny.” He smiled and embraced fox.

“Hey.” John smiled and patted him on the back briefly before turning around and walking towards a covered stretcher. “Come see what we’ve found.” He knelt next to the stretcher and grabbed the edge of the tarp. “Can you get all the civilians out, please?”

“Sure.” Terry switched to the loudspeaker frequency on his radio. “Would all unauthorized personnel please leave hangar one immediately? Thank you.”

There was a mass groan as the curious onlookers who’d been crowding around the truck went back to their duties. John waited until everyone was gone. He took a deep breath and tugged on the tarp.

Everyone but the scavengers gasped and recoiled from the stretcher. Lilly, a young tiger cub who’d gone missing some months before, was laying there, motionless. Terry could only assume that this is whom he was looking at, because the body was so badly deformed. Several new limbs were growing out of the cub’s torso and all the fur was gone. Her bottom half was charred to the point where the flesh had cracked and started peeling off. Sally, a friend of Lilly’s family, started to cry.

Terry put his arm around her. “Cover the body, please.”

## *Contact (cont.)*

"Right away." John put the tarp back over the stretcher. "What should we do with the body?"

Terry turned to Sally. "What do you think? I know her parents would want to see her, but this might be a bit too much."

Sally wiped her eyes on a handkerchief. "Put her on ice." She sniffed. "Once we figure out what happened, we can decide what to do."

"Nothing to figure out." Ryan, another member of John's team stepped forward. "She was abducted by visitors. They just returned the body."

Terry rolled his eyes. "Oh jeez, Ryan, you don't really believe that nonsense, do you?" Ryan had seen a lot as a scavenger. For as long as Terry had known him, the raccoon had been a die-hard skeptic.

"Well, of course I believe it." Ryan pulled a digital camera out of his pocket. "We've seen 'em! Look." He gave Terry the camera.

Terry scrolled through the pictures: some sort of saucer-shaped object in the sky, bright lights, a badly-lit figure far off in the distance.

"Not the most convincing pictures in the world, if you ask me." He gave the camera back to Ryan. "How did you find the body?"

"Well," Ryan said, "we were off in one quadrant, see, just doing Geiger tests on the soil, when John runs over. Says he's found a body half-buried in the ground. We ran back with him, and found her head and paws sticking out of the earth." He looked at the paw sticking out from underneath the tarp and cringed. "Poor thing. We dug her up and brought her back."

"Did you find anything else?" Terry peered underneath the tarp again.

John shook his head. "No, just the body."

"Well, we didn't look around very thoroughly, though," Ryan said. "John insisted that we get the body over here pronto."

Terry glanced at his watch. "Well, it's getting late, so we'll have to wait till tomorrow to send another team out." "Yes, it is rather late." John nodded. "We'll head out tomorrow at first light."

"Okay, then." Terry turned to Tina. "Are there any other patrols out?"

Tina checked her computer. "Nope, John's team was the last one for the day. Should I give the order to lock up?" "I'll do it." Terry pulled out his radio. "Attention, all inhabitants of Vault seventy-three. We are closing all doors for

## *Contact (cont.)*

the night. If you know of anyone, repeat, anyone who is still outside, page Terry Gillis immediately!" There was no reply. Terry switched to another frequency. "Close her up, boys."

There was a loud rumble above them as the main blast doors of the vault were closed and sealed.

"Well, boys and girls, let's turn in for the night," Terry said.

John sighed. "I guess I'll take care of the body, then."

"I'll come with you." Terry had completely forgotten about the body.

John waved him off. "No, it's fine. I'll get it down to cryo and be back to my room in no-time, don't worry." "Oh, alright." Terry patted the fox on the back, "I'll see back in the room, then," and joined Sally, Tina, and the others in the elevator. Once they got down to the residential quarter, he and Sally bid the others good-bye and headed to their room. With the population at capacity, the male-female division of rooms had long since ended, so Terry shared a room with Sally, John and seven others. As the overseer of the vault, he had the privilege of rooming alone, though that would have put others at a major inconvenience. The other occupants of the room were fast asleep when he and Sally got back. Terry climbed into the upper bunk. "Good night," he whispered. "Night." Sally climbed into the bottom bunk and quickly fell asleep.

Terry had always marveled at her ability to fall asleep so easily. It usually took him several hours of tossing and turning to come to the same result. It was even harder to sleep without John's quiet breathing coming from the next bunk; Terry tossed and turned, waiting for John to come back.

After several hours of waiting, his bladder started acting up. Terry groaned and got out of bed. He walked across the room to a small washroom, reminiscent of bathrooms on a commercial airliner. Just as he shut the door, the front door opened and someone walked into the room. Thinking it was John, Terry opened the door and peeked out, hoping to scare the fox as punishment for coming back so late.

John didn't see him. He took several blue metal collars out of a large backpack he was carrying and fitted them to each of the room's inhabitants. He took another glance around the room and walked out.

"Sally?" Terry crawled over to the cougar and prodded her shoulder. "Sally." Despite falling asleep quickly, Sally had always been pretty easy to wake up. Terry tried removing the collar, but it was so firmly mounted that he couldn't budge it without risking harm to his friend.

## *Contact (cont.)*

Terry steadied his shaking paws and pulled a gun out of the holster that hung on his bedpost. He opened the door slowly, slinking out into the corridor and hiding in the darkest possible spot. The sound of pawsteps echoed somewhere further down the hall. Terry took a deep breath and padded off in its direction.

As he walked down the corridor, the door to one of the other rooms opened and John emerged. Terry ducked behind a ventilation pillar to avoid being seen. John glanced briefly in his direction and then continued his rounds. Terry waited for him to enter another room before bolting toward the door and sealing it shut from the outside. John pounded against the door and shouted something in a strange language, trying to break out.

"This is for your own good, Johnny," Terry said. He double-checked the lock and went off to rouse any survivors.

Terry's first thought was to turn to security, but every post he checked was vacant. John had probably taken care of the guards before even starting on the sleepers; he was alone.

Terry could only think of one place that John wouldn't have touched: The Command Center. He ran for the nearest elevator.

Just as he got to the command center airlock, the elevator doors he'd just emerged from, closed and the elevator began to descend.

"How the hell did you get out?" Terry whispered, dialing the last of his PIN into the airlock console. With a loud hiss, the airlock opened, and Terry stepped through. He switched on the automatic defense turrets and waited.

After a few minutes, John emerged from the elevator wielding some sort of strange weapon.

"Why don't you come on out, big brother?" he said, aiming the weapon at the air lock and firing off two glowing blue orbs. The orbs melted right through the metal, leaving red-hot streaks in the door. John walked over to the door and pulled it open.

Terry fought back the lump in his throat. "I'm sorry Johnny." He aimed the turrets at the fox and closed his eyes. The hiss of the airlock brought him out of his trance. Terry took one last look at his brother and hit 'fire' on the control panel.

John let out an unearthly shriek as his body was shredded to pieces by the two mini-guns.

## *Contact (cont.)*

Terry wiped the tears from his eyes and walked over to the corpse, kneeling down next to it. It didn't even look like his brother anymore. The outer flesh and fur were visibly fake; Terry pulled them off, exposing a short, green-furred creature.

"So there really are visitors," he mumbled. "Thanks for the heads-up, Ryan." He broke open the emergency fire kit and took out the fire-blanket. "Sweet dreams... whatever you were." Terry covered the corpse with the blanket and headed downstairs.

Destroying the creature's backpack deactivated the collars. One by one, the inhabitants of vault Seventy-Three started coming around.

Terry gathered the scavengers, and led them to the meeting room.

"We have been breached, boys," he said, ignoring Tina and Sally's disapproving expressions from not having their gender mentioned. "One of the visitors impersonated John and placed some sort of immobilizing collars on everyone. I only escaped by chance. We must redouble our efforts of staying protected to make sure that nothing like this ever happens again."

Ryan raised his paw. "So, if that wasn't John, where is he?"

"Good question." Terry said. "Tomorrow we will mount a patrol to the quadrant you were exploring and see what we can dig up."

"Might as well go now." Sally said. "The sun will be up in just a half hour."

"So be it." Terry leaned back in his chair. "Take as many volunteers as you need and sweep the entire area." "What if we find more of the visitors?" Ryan asked. "While we're on the subject, what are they?"

Terry shrugged. "No clue. Whoever they are, though, they react to bullets about the same as anyone else."

Several dozen scavenging parties were launched over the next few months. They searched every quadrant within a five-hundred mile radius of the vault, but came up with nothing. With great reluctance, Terry declared his brother MIA and had a small memorial raised in his honor. For many years after John's disappearance, Scavenging parties would report seeing strange lights in the sky, but to this day, contact was never established...

## *The Code of Conduct*

**T**he staff of FA United hopes everyone who comes has a fun, safe, enjoyable weekend. To ensure a good time for everyone, there are some rules we expect our attendees to follow. This document attempts to specify many of those rules. However, the number one rule is this: treat everyone with the kindness and respect that you would have them show to you.

If there is any doubt about the rules in this document, apply that rule. If there is still a question or disagreement, Convention staff reserve the right to change or clarify these rules at any time, and any such decision will be final. Members are expected to abide by these rules at all times during the convention.

### **Public Behavior**

Convention spaces are to be kept to a "PG" rating at all times. Deliberate destruction of convention or hotel property, public fighting or public sexual behavior will result in your membership being revoked, as well as potential involvement from hotel security or local authorities. Threats, stalking, harassment, or persistently rude behavior may also result in your membership being revoked if our staff deems it necessary.

Please be considerate of those around you, especially those not attending the convention, by not blocking doorways, hallways, stairways, elevators, or the hotel lobby. Please do not allow more people into an elevator than will comfortably fit, and always observe the posted limits. If you have to squeeze in, it's too many. Also, please give preference to disabled persons, fursuiters and hotel guests who are not attending the convention.

Sleeping in public areas of the hotel is not permitted. You will be woken up and asked to move by convention staff, unless hotel security finds you first, in which case their response is at their discretion.

### ***Dress and Appearance***

Shirts, pants/shorts and appropriate footwear are to be worn at all times on hotel property. The exception is the pool area, where appropriate swimwear should be worn. Nudity (including simulated nudity) and explicitly revealing clothing are not to be displayed in public areas. Fursuits are considered "appropriate" in all areas of the hotel except for the restaurants, the pool, and the gym. Rules about nudity and revealing clothing still apply to fursuits.

Fursuiters are not permitted in the CoCo Key Water Park. This is for your

## *The Code of Conduct (cont.)*

safety.

### ***Minors Attending FA United***

A minor is any person who, on their first day attending the convention, will be under 18 years of age. Minors must provide us with a notarized copy of our Parental Consent form before picking up their badge. No refunds will be given to pre-registered members who are missing this form. No exceptions to this policy will be made.

### ***Smoking***

New Jersey state law prohibits smoking except in designated areas of the hotel and convention space, including private sleeping rooms. When smoking outdoors, please properly dispose of your cigarette butts. In addition, smoking is not permitted outside of the hotel except in designated areas. We ask smokers to not block doorways or any entrance/exit to the hotel or convention facilities.

Please note that the legal age for purchase of tobacco products in New Jersey is now 19.

### ***Drugs and Alcohol***

Use or possession of illegal drugs will not be tolerated at any time in the convention space or on hotel property. Anyone found to be possessing, using or distributing illegal drugs will be reported to local authorities, and banned from the convention. This includes prescription medications which were not prescribed to the person using them.

Adults of legal drinking age in the state of New Jersey (21 years) may consume alcohol only in private rooms, in the restaurant, bar, or lounge areas of the hotel, or in areas where the hotel or the convention are providing drinks for immediate consumption. Anyone noticeably under the influence of alcohol or any other drug may be asked to remove themselves from public areas of the hotel.

Anyone knowingly or unknowingly serving alcohol to a person under the age of 21 is guilty of a felony crime. If Convention staff becomes aware of this happening, they are obligated to report it to local authorities, and the person serving the alcohol will be banned from the convention. For your own safety, ensure that no minors are present if you are serving alcohol in your room.

## ***The Code of Conduct (cont.)***

### ***Weapons and Props***

For the safety and comfort of our attendees and staff, weapons are not to be used, displayed, or otherwise present at any time in the convention space. This includes "toy" or "prop" weapons, functional or otherwise. Convention staff reserves the right to determine what is and is not a weapon.

Such staff decisions are final. Any item used in a dangerous or threatening manner, regardless of the item's common use, may be considered a weapon. Weapons used as props for masquerade acts may be present ONLY after inspection by and approval from Convention security, and once approved may only be present during the masquerade act and rehearsals, and travel to and from them.

### ***Signs, Flyers and Announcements***

Signs, flyers, and announcements are only to be posted on the official convention message boards. Any other signs posted will be removed, especially those blocking any hotel signage. Signs posted on doors to private rooms are allowed, but must not damage the surface they are attached to when removed, and must not contain offensive language or images.

### ***Photography and Videography***

Still images of the convention and its attendees may be used only for personal, non-commercial purposes. Please do not take photographs or other images of anyone who does not wish to be photographed. Audio or video recording of the convention or its attendees without express written permission from the convention staff is prohibited. Images or recordings of the convention and its attendees may not be broadcast or published without express written permission from the convention staff.

Attendees agree to allow their images, as taken by official convention photographers, to be used without compensation by the convention for promotional purposes.

### ***Staff and Security***

The staff of FA United is especially concerned about the comfort and well-being of our attendees. If you have any questions, concerns, or complaints, please bring them up with any staff member. If you have complaints about a staff member, please bring them up with Razor or Dragoneer.

The convention's staff, as well as hotel staff and security, are authorized

## ***The Code of Conduct (cont.)***

to enforce this Code of Conduct, as well as the hotel's regulations, at all times. Enforcement of the Code of Conduct may include warnings, badge confiscation, removal from the premises, permanent banning from this and future events, or arrest by local authorities, as deemed appropriate by our staff. Registration fees of any person removed from, banned from, or arrested during the convention will not be returned.

Attendees are required to respect and obey the decisions of hotel and convention staff and security.

## ***Release of Liability***

The convention and its representatives are not responsible for loss of or damage to attendees' personal property, nor is the hotel or its staff responsible for the same.

Neither the convention nor the hotel, nor their representatives, shall be held responsible for any personal injury which occurs on the premises. If any attendee, staff member, hotel guest, or any other person on the premises is injured badly enough to require emergency care, please alert convention staff or security, but call 911 first! If the injury is not life-threatening, please contact a member of our Staff or Security.

The convention cannot and will not be held responsible for any action or events taking place in private sleeping rooms. The person to whom the room is rented will be held responsible for all activities and any damages. If our staff becomes aware of any illegal activity taking place in a private sleeping room, we are obligated to report this to the authorities.

## ***Lost and Found***

Any unattended items found at the convention may be turned in at the Con Ops room, at the registration desk, or to any member of Security. Convention staff will hold any items turned in until they are claimed by their owner. If the item is not claimed during the convention, a notice will be posted to the convention website. Any items not claimed within ninety (90) days of this point will become the convention's property, and may be disposed of.

Convention staff may examine the contents of items left in the Lost and Found in order to determine their owner. This includes notebooks, sketchbooks, backpacks, wallets, purses, PDAs, cell phones, laptops, and any other device which may contain clues to the owner's identity. If you do not want convention staff examining your property you are encouraged not to lose it.

## *Food and Dining*

In need of food and nourishment? Welcome to Southern New Jersey. If New Jersey is famous for any one thing it's probably food. Granted, that's not generally something that springs to mind the moment somebody mentions "New Jersey," but it's true nonetheless! When it comes to dining, Jersey is a veritable smorgasbord of choice and selection.

Mt. Laurel is no exception.

Head in any direction. You'll find restaurants, eateries and diners galore, and all within a quick drive. There are over 50 places to grab snackage within a mile of the Mt. Laurel Marriott, so for those hungry and in need of noms, there's something for everyone in any given direction. We've included a few local places on the following pages, but don't be afraid to hit up Google to find more. There's a heck of a lot out there!

In New Jersey food's always around the corner.

### **Moorestown Mall**

400 W Route 38  
Moorestown, NJ  
(856) 235-7602

The Moorestown Mall is about a 5 minute drive from the FAU hotel, and is home to Subway, Taco Bell, Chipotle Mexican Grill, Charley's Grilled Subs, Bourbon Street Cafe and Grill, Nathan's Famous, Sbarro, Pei Wei Asian Diner and many other places to eat!

### **Bob Evans Restaurant**

601 Fellowship Road  
Mt Laurel, NJ (856) 231-9125

### **Bertucci's Brick Oven Pizza**

1220 Nixon Drive  
Mt Laurel, NJ  
(856) 273-0400 - Delivery

### **Boston Market**

1201 Nixon Drive  
Moorestown, NJ  
(856) 802-0044

### **Big John's Cheesesteaks**

1800 Marlton Pike E  
Cherry Hill, NJ  
(856) 424-1186 - Delivery  
[www.bigjohns.com](http://www.bigjohns.com)  
*Duncan Roo Approved™*

### **Cracker Barrel**

1240 Route 73  
Mt Laurel, NJ  
(856) 778-8900

### **Don Pablo's Mexican Kitchen**

1361 Nixon Drive Moorestown, NJ  
(856) 642-6160

### **Iron Hill Brewery**

124 East Kings Highway  
Maple Shade, NJ  
(856) 273-0300

**Mikado Japanese Cuisine**

468 South Lenola Road  
Maple Shade, NJ  
(856) 638-1801

**Number 1 Chinese Kitchen**

3815 Church Road  
Mt Laurel, NJ  
(856) 727-0333 - Delivery

**On the Border Mexican Grill**

4160 Church Road  
Mt Laurel, NJ  
(856) 787-0698

**Panera Bread**

1199 Nixon Drive  
Mt Laurel, NJ  
(856) 802-0777

**Papa John's**

479 Route 38 W  
Maple Shade, NJ  
(856) 667-7800 - Delivery  
[www.papajohns.com](http://www.papajohns.com)

**Roly Poly Sandwiches**

4070 Dearborn Circle  
Mt. Laurel, NJ  
(865) 231-0615 - Delivery  
[www.rolypoly.com](http://www.rolypoly.com)

**Stefano's Ristorante Italiano**

3815 Church Road  
Mount Laurel, NJ  
(856) 778-3663 - Delivery  
[stefanosristoranteitaliano.com](http://stefanosristoranteitaliano.com)

**Tacconelli's Pizzeria**

450 South Lenola Road  
Maple Shade, NJ  
(856) 638-0338

**Tony Soprano's Pizza**

3747 Church Road  
Mt Laurel, NJ  
(856) 231-0505 - Delivery

**Uno Chicago Grill**

Route 73 S  
Maple Shade, NJ  
(856) 722-5577

***General Fast Food*****Chick-fil-A**

1418 Nixon Drive  
Mount Laurel, NJ

**McDonald's**

1108 Route 73  
Mt Laurel, NJ

**Wendy's**

1240 Nixon Drive  
Mt Laurel, NJ

**Burger King**

2795 Route 73 S  
Maple Shade, NJ

**KFC**

2821 Route 73 S  
Maple Shade, NJ



## ***FA United Staff***

**BlakDrgn** — Fear this survivor. He may appear kind and fun in nature, but cross him, and hell hath no fury like a BlakDrgn scorned. He roams the wastelands in a hobbled together semi truck that's rumored to run on the rendered remains of those he calls judgement upon. His job is upholding the law, and helping those in need. He answers to the one named Razor, and those above him. Only approach this individual if he's inebriated, or looks unbusy. He has a tendency to bite, which can lead to nasty infections, and even death.

**Clementine** — Beware of this small, orange, sly creature. She's cunning and quite swift, watching your every move from the shadows. She's the Undead Grand Master of the Zombie-Mutant March. She sends the others into battle against the remaining survivors, planning to lead them into world domination. Be very cautious as she can leap off walls to dash towards her prey. Her large ears make it nearly impossible to evade her.

**Dragoneer** — Vault Overseer, Dragoneer handles the day-to-day operations of Vault 73. He maintains the overall status of the Vault, and works to ensure everything runs smoothly for everybody involved—both the staff, residents and visitors to the Vault.

**Fenris** — Is the Events Director/Field Commander for the local Steel Brotherhood who has been positioned to the local vault, Vault 73. This is her second year performing in that capacity. Her attention to detail and organizational skills make Fen a great fit in the organization. Irradiated into the furry fandom since 2001, she has attended many a wasteland convening of the brotherhood chapters, and was even staff at the Pittsburgh chapter, the AC Brotherhood, for a few years as well. If you are looking for her around the vault, all you need to do is look for her bright red hair or the female brown rabbit fursuiter. If that fails, her husband, Masamune, will probably be in the game room, and he can find her... If you can get his attention away from the screen.

**Kitt3ns** — Captured by dealer bandits from the Delaware wastes, Kitt3ns has been forced into slave labor to earn his freedom. He can be found ensuring that his captors, the bandits of the dealers den, remain fat and happy. Legend has it that he turns into a tiger during the evening hours after the bandit captors are asleep but these rumors are as of yet unconfirmed.

**Kobura** — Volunteers are the flesh to the structure provided by FAU's staff, adding substance to effort and manpower (or womanpower, or furpower) to tasks. These volunteers need someone to keep track of their selfless donation of time, and ensure that what is asked of them does not overlap other things they desire to do. Overseer Assistant Kobura ensures that volunteers get to have fun too, assigning those that wish to give, supporting those actively giving, relieving those that need to take a break from giving, and ensuring the rewards for those that have given. No volunteer goes hungry, thirsty, unappreciated, or in need of a break, because when you work for FurAffinity United, Kobura works for you.

**RazorWulff** — An excessively dangerous 'mutant' indeed. Vault 73's General is often found wandering the wastes as the law, the jury, and the executioner. Like his subordinates, only approach if sitting idle and at rest. He bites... hard and often and will show no mercy for anyone caught feeding the Skippy.

**Riyo** — This rabbit will be running around the whole con. He is the helper bunny of the vault. He can be found in the consuite to the dealers room or even reg. Sources confirm that he doesn't bite and as of recent he is still surviving.

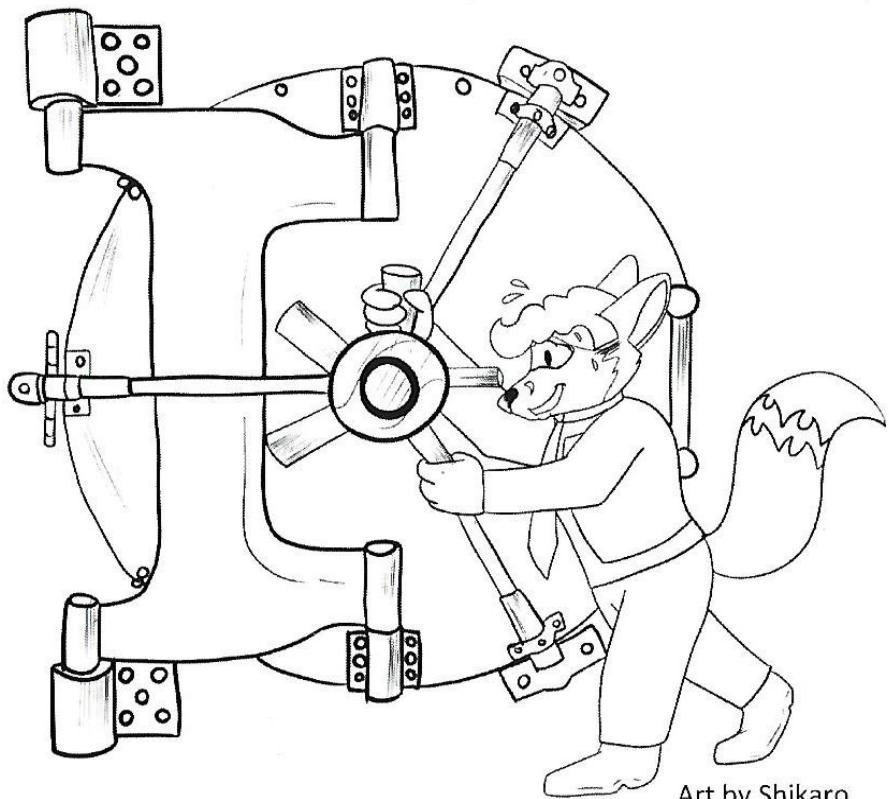
**SilverAutomatic** — Many rumors and myths surround this mysterious creature from the wastelands of New Connecticut. Many claim he is a traveling mercenary recruited to work for Vault 73's General as an enforcer. Next to nothing is known about him outside of the rumors and myths that follow in his wake. Though those who have come into contact with him warn against approaching him unless you're in need.

**Skippyfox** — Extremely dangerous, kill on sight.

**Shy Matsi** — Stationed in the Con Suite, find him for consumable items at FA United. The Con Suite is easily available after presentation of your convention badge. It provides goods that can be excellent consumable items that provide a high health regeneration effect. Thanks to these factors, after consumption it is possible to go out into New Jersey. No side effects have been documented.



Art by Gasmask



Art by Shikaro



Art by Red\_nr13

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## *Special thanks to...*

A very special thanks to the NJSPCA. We've enjoyed having your company for the past three years, and we respect what you do. You put your life on the line to save critters that, at best, can give you a warm lick of thanks. It's not much, but your bravery and courage speak volumes.

**Cerisewolf, Cray and Pony** — Without the three of you FAU4 would not have been possible. You are all amazing people, generous and kind.

**The FAU Team** — You guys put up with a lot, and you've got our thanks. It takes a lot of planning and time to pull off a convention, and without you we'd never be here.

**To everybody who has donated to FA** — While FAU is independent of Fur Affinity, we would not exist with you and the support which has kept FA going through the years. We've been around a long time, and look forward to serving you and the rest of the community for a long time to come! Thank you for all that you do.

**And last but not least:** Thank you! Thank you for making the journey out to Vault 73 and FA United 4. We hope that you had a good time, made some new friends and had a memorable weekend. We look forward to seeing you next year!



